NES—2Z—USA ★

SUNSOFT for the Nintendo Entertainment System®

GREMLINS 2™

THE NEW BATCH

THE VIDEO GAME

INSTRUCTION MANUAL

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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THANK YOU...

for purchasing Gremlins 2™, The New Batch, The Video Game from Sunsoft.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

PRECAUTIONS

Be sure to turn the power **OFF** before inserting the cartridge or removing it from the unit.

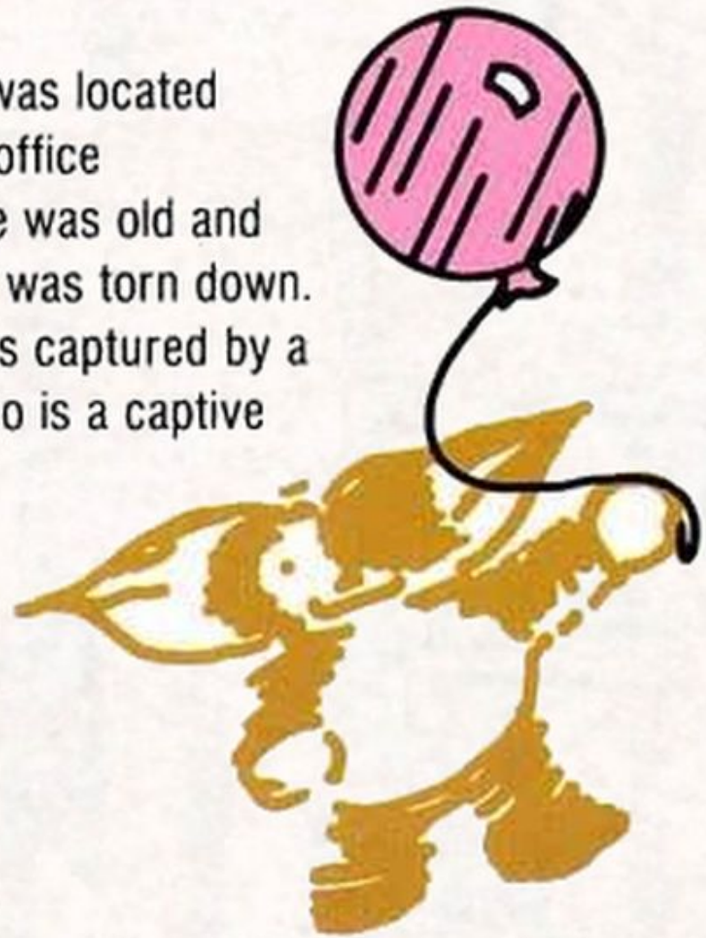
This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

GAME STORY

Six years have passed since the Gremlins™ wreaked havoc on Kingston Falls. Gizmo has been living with Mr. Wing in Chinatown. However, a strange series of events will reunite Gizmo with his friend of long ago, Billy Peltzer.

Entrepreneur Daniel Clamp tried to buy Mr. Wing's shop, which was located right in the middle of the site where Clamp intended to build his office complex, Clamp Centre. Mr. Wing would not give in. However, he was old and tired and when he passed away, the shop and part of Chinatown was torn down. During the demolition, Gizmo barely escaped with his life and was captured by a geneticist who works in the Clamp Genetics Lab. Now poor Gizmo is a captive inside the Clamp Centre.



Meanwhile, Billy Peltzer and his girlfriend, Kate, have moved to New York City. Billy works at Clamp Centre as a commercial artist and Kate is the Clamp Centre Tour Guide.

GAME STORY

One day Billy hears a mail clerk humming Gizmo's unique song. The mail clerk explains that he heard the song somewhere in the Genetics Lab. Billy desperately searches for Gizmo in the Lab and rescues him. They are happily reunited.

When Billy is called away from the office, he hides Gizmo in his desk drawer and cautions Gizmo to be very quiet and stay out of trouble until he returns.

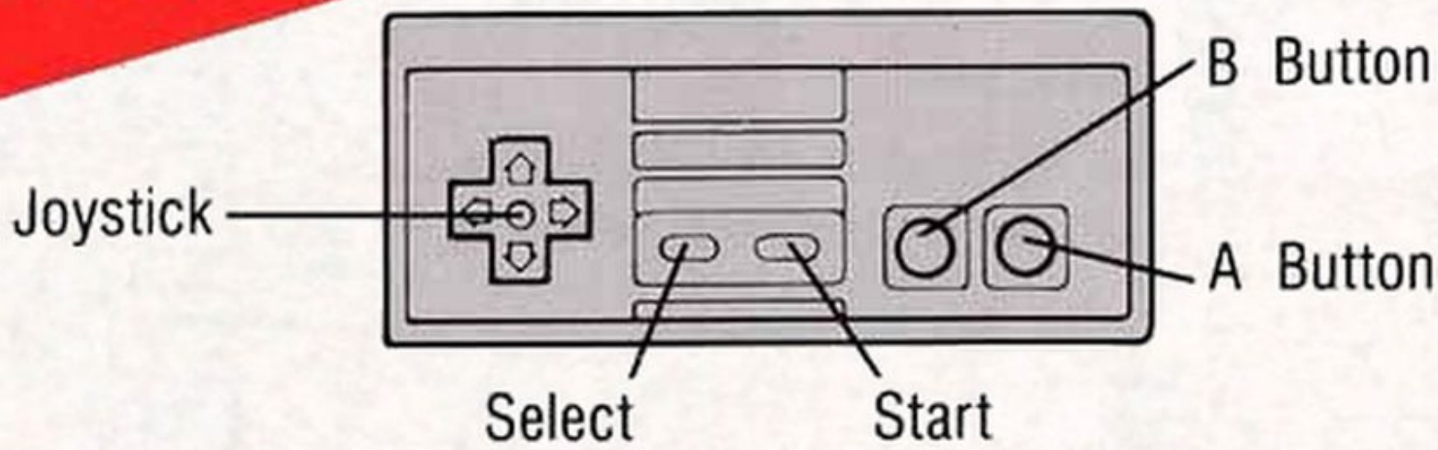
However, Gizmo being the curious Mogwai that he is, doesn't follow Billy's instructions and we **ALL** remember that there are three things you must **NEVER** do to a Mogwai . . .

1) DON'T EXPOSE HIM TO BRIGHT LIGHT
2) DON'T LET HIM GET WET
3) AND WHATEVER YOU DO, DON'T FEED HIM AFTER MIDNIGHT!

This is where our story ends and where your adventure begins . . .

GIZMO

CONSOLE (Controller) OPERATION



4-Way Joystick — Press to control the movement of Gizmo

A Button — Press to jump

B Button — Press to attack

Start Button — Press to pause to menu screen

MAJOR SCENES on the Screen

Game-Play Scene

The number of HEARTS is shown at the upper left on the screen (three HEARTs are shown at the beginning of the game, and the maximum number of HEARTs shown at a time is four). Gizmo is subject to One Damage when hurt by an enemy, when hitting a barrier, or when falling into a hole. When subjected to Two Damages, one HEART will be lost from the screen. Gizmo will lose one of his lives (three lives available at the beginning of the game) when all HEARTs are gone from the screen. The game will be over when Gizmo has lost all of his available lives.

MAJOR SCENES on the Screen

Pause Scene

The pause scene shows the game-play status in progress, on the screen. Shown on the Pause Menu are:

1. The weapon Gizmo is equipped with
2. The number of Gizmo's lives available
3. The number of balloons left in stock
4. The number of HEARTs available
5. The number of CRYSTAL BALLS available

MAJOR SCENES on the Screen

Shop Scene

1. Speech of Mr. Wing
2. An item for Gizmo to buy
3. Cursor

At a Shop Scene (which appears on the screen from time to time throughout the game-play), Gizmo can buy an item from Mr. Wing in exchange for Crystal Balls he has with him. To select an item to buy, you need to move the cursor to the item you would like and press [A] Button to get it, or press [B] Button if you would like to cancel it.

STAGE DEVELOPMENT

There is a total of five (5) game-play stages each with one or two sub-stages followed by a Boss stage.

Stage 1 -

Gizmo on his way to Billy's office

Sub-stage 1 - 1

Gizmo has escaped from the genetics lab and is hurrying on his way to Billy's office. All the other creatures that have also sneaked out of the lab are trying to block Gizmo from reaching the goal.

Sub-stage 1 - 2

Gizmo, having managed to arrive at Billy's office, has found it fully occupied by all the hostile creatures.

STAGE DEVELOPMENT - Stage 2

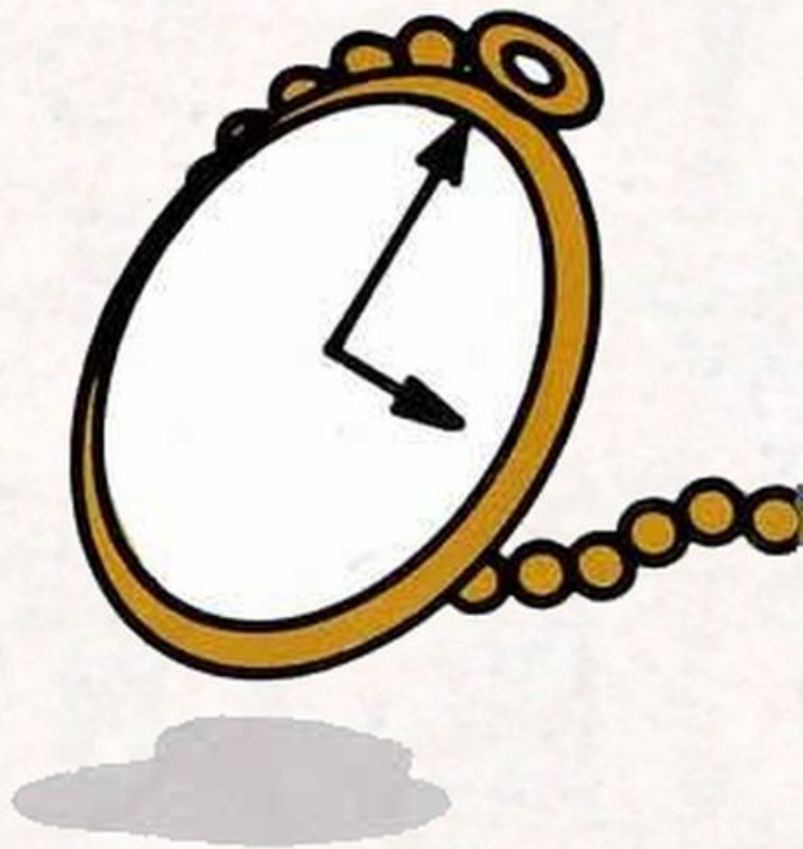
Gizmo coming across Gremlins

Sub-stage 2 - 1

Gizmo is confined, by Mohawk and other Mogwais, in the air duct system and continues his quest in search of the exit.

Sub-stage 2 - 2

Gizmo has successfully escaped from the duct system. What he has discovered there is: a basement floor passage with all the Gremlins fooling around and doing all the mischievous tricks.



STAGE DEVELOPMENT

Stage 3 – Inside Clamp Centre

Sub-stage 3 - 1
Gizmo, wandering in the maze of the Clamp Centre, runs into the CATV station in it.

Sub-stage 3 - 2
Gizmo heads further toward the offices of President Clamp.

STAGE DEVELOPMENT

Inside the Genetics Lab - Stage 4

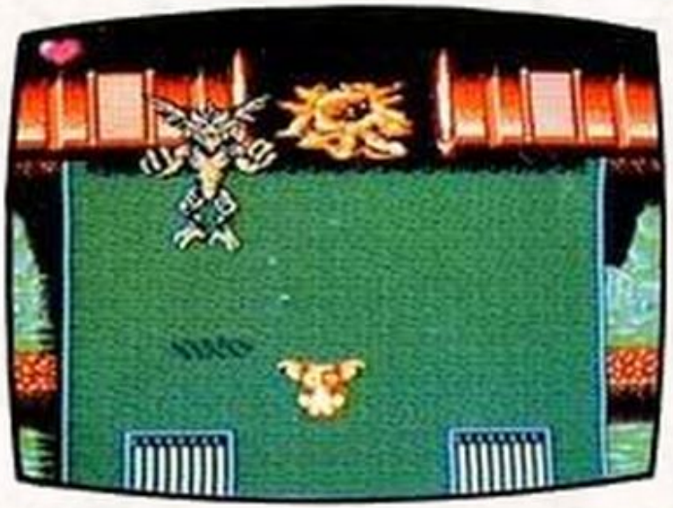
Sub-stages 4 - 1 & 4 - 2
Gizmo challenges Gremlins that have transformed into further cruel and brutal creatures.

Stage 5 - Inside the Control Center

Sub-stage 5 - 1
Gizmo wages his final battles against all the wicked creatures that are attempting to take over the control system of the Center.

FOUR BOSSES in Stages 2-5

There is no Boss in Stage 1. A Boss appears at the end of each stage (in Stages 2 - 5).

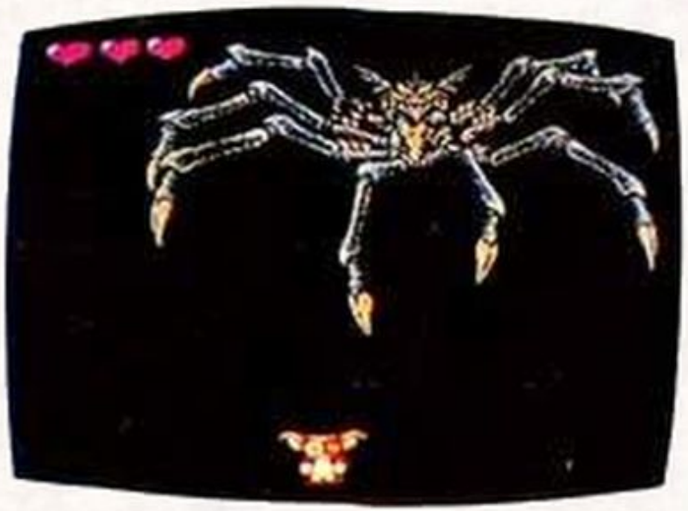


Stage 2
Mohawk transformed to Gremlins

Stage 3
Electric Gremlin (who has drunk electric potion at the genetics lab)

FOUR BOSSES in Stages 2-5

Stage 4
Mohawk Gremlin with a machine gun in his hand

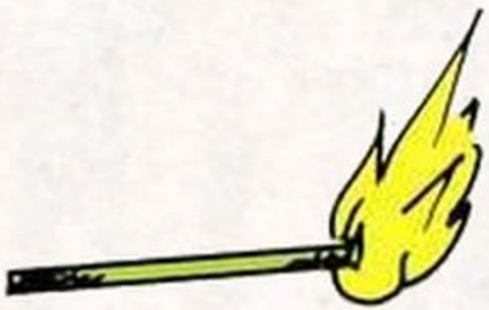


Stage 5
Mohawk with his feet transformed to multiple spider feet after drinking a spider potion in the genetics lab

VARIOUS ITEMS

Items to pick up in individual stages:
Each item here is programmed to appear at the end of one previous stage (except Tomato which Gizmo is provided with at the beginning of the game for Gizmo to use in any stage).

TOMATO:
Gizmo can throw a genetically altered Tomato which he finds in the Genetics Lab. The Tomato cannot power up.

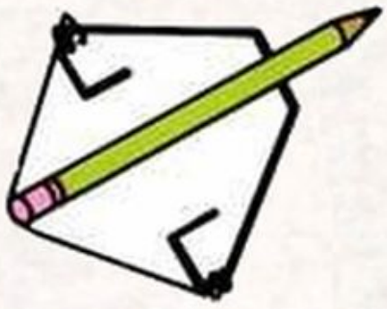


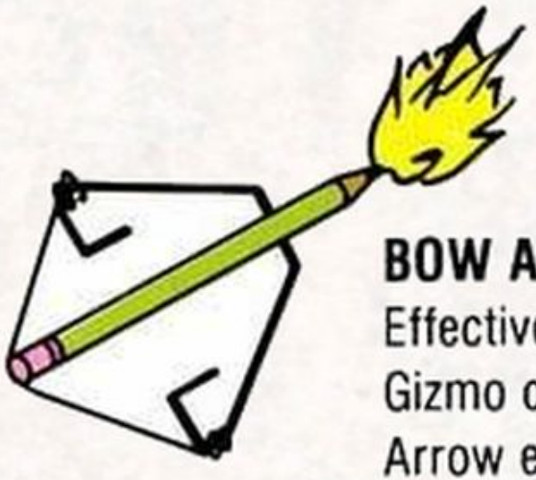
MATCH:
Each Match fires from it's head to eliminate an enemy. When powered up, the Match fires in 3 directions.

VARIOUS ITEMS

PAPER CLIP:
Gizmo makes use of a Paper Clip found in Billy's office. It can be thrown at an enemy. The Paper Clip can be powered up to a 3-way weapon.

BOW AND ARROW:
Gizmo assembles a Bow and Arrow from a paper clip, a rubber band, and a pencil. When powered up, the Bow and Arrow shoots 5 projectiles in the direction Gizmo is aiming.





BOW AND FIRE HEADED ARROW:
Effective at long range, this is the most devastating weapon Gizmo can obtain. When powered up, the Bow and Fire Headed Arrow explodes upon impact.

VARIOUS ITEMS

Items to win by beating enemies:

CRYSTAL BALLS:
This item can be used as 'money' for Gizmo to buy various items at the Mr. Wing's Shop.

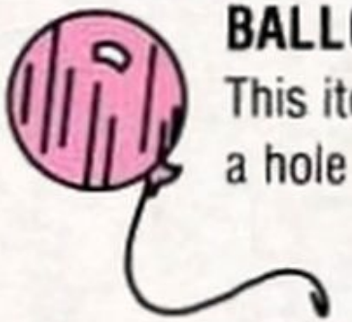
FLASHBULB:
This item flashes to destroy all the enemies present on the screen.

POGO-STICK:
This item gives Gizmo the power of no-die from enemy attack.

TIME STOPPER:
This item will halt the enemies around Gizmo for a given period of time.

VARIOUS ITEMS

Items to buy at Mr. Wing's Shop:



BALLOON:
This item helps Gizmo go over a hole in the ground.

LIFE:
A life recovery item.

POWER PAK:
This item will power up the weapon.

VARIOUS ITEMS

GIZMO CLONE:
The item will provide an additional life for Gizmo.

HEART:
This will step up the total number of HEARTs on the screen.

Door to MR. WING'S SHOP

This door appears in various scenes in the game. It is a door to Mr. Wing's Shop.

CONTINUE & PASSWORD Features

Continue Feature

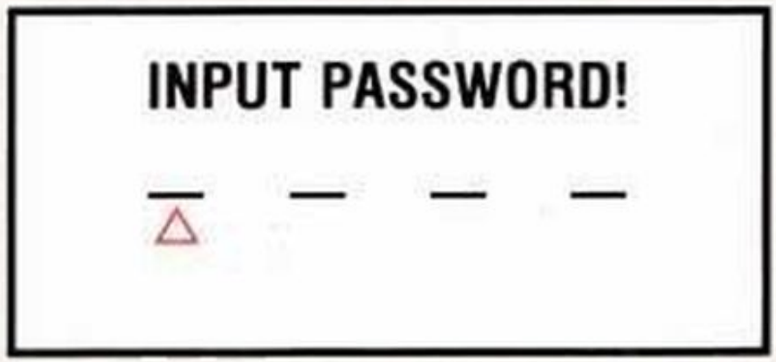
Select "CONTINUE" or "END" by pressing UP/DOWN on the joystick.

4-digit password

When the game is over, the screen shows the above instruction on it. You may choose "CONTINUE" by pressing "UP" or "END" (of the game) by pressing "DOWN", on the joystick. When you have chosen "CONTINUE", you will be able to start from the beginning of the stage in which the game has just ended. You may also affect the "CONTINUE" feature repeatedly.

CONTINUE & PASSWORD Features

Password Feature



This instruction appears on the title screen, where PASSWORD can be selected when the game is started. By moving the joystick sideways, you can move the cursor (arrow mark) sideways from one digit to another. Similarly, you can change one alphabet letter to another by moving UP/DOWN the joystick. After completing the input of the password, you can start playing the game in the stage where you have found the password. When a password has been taken in a certain stage after you have been defeated by the Boss of the stage, you will then have to start the game from one stage before it.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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